

EMBOSSING THE TRUTH



1
00:00:05,329 --> 00:00:02,690
this short clip from episode 4 of season

2
00:00:07,490 --> 00:00:05,339
4 of the secrets of Skinwalker Ranch was

3
00:00:10,610 --> 00:00:07,500
described by Utah's attorney general as

4
00:00:11,629 --> 00:00:10,620
this might be the most convincing ever

5
00:00:13,310 --> 00:00:11,639
I've seen

6
00:00:15,770 --> 00:00:13,320
convincing evidence is ever seen of

7
00:00:18,170 --> 00:00:15,780
something strange at Skinwalker Ranch

8
00:00:20,390 --> 00:00:18,180
it does not look like much at first just

9
00:00:22,429 --> 00:00:20,400
an oddly shiny helicopter but then we

10
00:00:24,890 --> 00:00:22,439
see a tiny dot that looks a little like

11
00:00:26,410 --> 00:00:24,900
a shiny sphere this gets the team very

12
00:00:28,910 --> 00:00:26,420
excited

13
00:00:30,349 --> 00:00:28,920

various team members then make some

14

00:00:32,269 --> 00:00:30,359

claims about the object is there

15

00:00:33,650 --> 00:00:32,279

something following the most significant

16

00:00:35,810 --> 00:00:33,660

thing I've seen flying next to the

17

00:00:38,870 --> 00:00:35,820

helicopter we captured a clear as day

18

00:00:42,709 --> 00:00:38,880

UAP right next to the helicopter this is

19

00:00:45,350 --> 00:00:42,719

a physical UFO with the reflection off

20

00:00:47,030 --> 00:00:45,360

of one side glinting off of it captured

21

00:00:50,029 --> 00:00:47,040

all off like it's metallic or something

22

00:00:52,130 --> 00:00:50,039

yeah that is a solid object with the

23

00:00:55,069 --> 00:00:52,140

same reflective quality that the

24

00:00:57,590 --> 00:00:55,079

helicopter exhibits Right Above It the

25

00:01:00,350 --> 00:00:57,600

problem here is that this is all wrong

26

00:01:02,330 --> 00:01:00,360

in fact this might be the most wrong of

27

00:01:03,889 --> 00:01:02,340

all the wrong segments on Skinwalker

28

00:01:05,210 --> 00:01:03,899

wrench in terms of the number of things

29

00:01:06,890 --> 00:01:05,220

it gets wrong

30

00:01:09,649 --> 00:01:06,900

but is largely based on three

31

00:01:11,750 --> 00:01:09,659

misconceptions

32

00:01:13,190 --> 00:01:11,760

firstly there's no evidence it's close

33

00:01:17,090 --> 00:01:13,200

to the helicopter

34

00:01:19,670 --> 00:01:17,100

secondly it's clearly not following it

35

00:01:21,890 --> 00:01:19,680

and thirdly this isn't the actual shape

36

00:01:24,410 --> 00:01:21,900

of the object it's an artifact of the

37

00:01:27,050 --> 00:01:24,420

filter Eric Bard used as you notice it

38

00:01:29,990 --> 00:01:27,060

said embossed effect so I'm applying a

39

00:01:32,270 --> 00:01:30,000

filter the first issue is common in UFO

40

00:01:34,370 --> 00:01:32,280

analysis something be next to something

41

00:01:37,249 --> 00:01:34,380

else in a 2D image does not mean it's

42

00:01:39,170 --> 00:01:37,259

next to it in the real 3D World it could

43

00:01:40,969 --> 00:01:39,180

be something way behind it or more

44

00:01:42,710 --> 00:01:40,979

likely something small is actually much

45

00:01:45,530 --> 00:01:42,720

closer to the camera than the helicopter

46

00:01:46,910 --> 00:01:45,540

the skinwalker team should know this as

47

00:01:49,010 --> 00:01:46,920

they have previously done things like

48

00:01:51,289 --> 00:01:49,020

claim this dark spec was a high speed

49

00:01:53,510 --> 00:01:51,299

advanced technology craft when it

50

00:01:55,069 --> 00:01:53,520

actually looked exactly like a fly a few

51
00:01:56,749 --> 00:01:55,079
feet from the camera

52
00:01:58,969 --> 00:01:56,759
but it's a common and understandable

53
00:02:01,429 --> 00:01:58,979
mistake the second one is less

54
00:02:03,170 --> 00:02:01,439
understandable and it's following you in

55
00:02:05,450 --> 00:02:03,180
a it's like there's something following

56
00:02:07,609 --> 00:02:05,460
even if it's the same distance as the

57
00:02:09,650 --> 00:02:07,619
helicopter it's very clearly not

58
00:02:11,630 --> 00:02:09,660
following it it's moving in a different

59
00:02:13,790 --> 00:02:11,640
direction much slower than the

60
00:02:15,710 --> 00:02:13,800
helicopter you can see this better if we

61
00:02:17,930 --> 00:02:15,720
stabilize it and do a real contrast

62
00:02:19,610 --> 00:02:17,940
adjustment it's just something that

63
00:02:22,130 --> 00:02:19,620

happens to be briefly in the same field

64

00:02:24,410 --> 00:02:22,140

of view for a few seconds not following

65

00:02:25,850 --> 00:02:24,420

at all in fact it kind of looks like it

66

00:02:28,190 --> 00:02:25,860

gets a little bigger suggesting it's

67

00:02:30,530 --> 00:02:28,200

coming towards the camera

68

00:02:32,510 --> 00:02:30,540

I mentioned contrast adjustment which

69

00:02:34,850 --> 00:02:32,520

brings us to the biggest issue the shape

70

00:02:36,949 --> 00:02:34,860

of the object Brandon and his brother

71

00:02:40,369 --> 00:02:36,959

Cameron discussed this

72

00:02:42,410 --> 00:02:40,379

the reflection off of one side glinting

73

00:02:44,390 --> 00:02:42,420

off of it captured all like it's

74

00:02:45,350 --> 00:02:44,400

metallic or something yeah but that's

75

00:02:47,570 --> 00:02:45,360

wrong

76

00:02:49,490 --> 00:02:47,580

the only reason it looks shiny and the

77

00:02:51,650 --> 00:02:49,500

only reason the helicopter is similarly

78

00:02:54,710 --> 00:02:51,660

shiny is that the video has had a filter

79

00:02:56,390 --> 00:02:54,720

applied to it an emboss filter normally

80

00:02:58,670 --> 00:02:56,400

when you change contrasts or adjust

81

00:03:00,830 --> 00:02:58,680

levels all you are doing is changing the

82

00:03:03,410 --> 00:03:00,840

colors of individual pixels

83

00:03:05,930 --> 00:03:03,420

the emboss filter does much more it

84

00:03:07,670 --> 00:03:05,940

actually adds new pixels changing the

85

00:03:09,410 --> 00:03:07,680

shape of the object

86

00:03:12,470 --> 00:03:09,420

it does this because it uses what's

87

00:03:14,330 --> 00:03:12,480

called a convolution where each filtered

88

00:03:16,369 --> 00:03:14,340

pixel is a function of multiple

89

00:03:18,290 --> 00:03:16,379

surrounding original pixels

90

00:03:19,430 --> 00:03:18,300

so one pixel can affect many other

91

00:03:21,350 --> 00:03:19,440

pixels

92

00:03:23,990 --> 00:03:21,360

the emboss filter also has a direction

93

00:03:27,530 --> 00:03:24,000

and the end result of this is to spread

94

00:03:31,850 --> 00:03:29,750

the embossing comes in because the

95

00:03:33,890 --> 00:03:31,860

filter spreads dark pixels one way and

96

00:03:35,750 --> 00:03:33,900

light pixels the other I'm simplifying

97

00:03:37,550 --> 00:03:35,760

here but this ultimately creates the

98

00:03:40,070 --> 00:03:37,560

illusion that the object is being lit

99

00:03:42,110 --> 00:03:40,080

from a particular direction it makes the

100

00:03:44,750 --> 00:03:42,120

object look shiny

101
00:03:46,729 --> 00:03:44,760
so if you take a scene like this with a

102
00:03:49,009 --> 00:03:46,739
helicopter and a random out of focus

103
00:03:52,430 --> 00:03:49,019
gray blob you get a shiny looking

104
00:03:54,530 --> 00:03:52,440
helicopter and a shiny looking sphere

105
00:03:56,089 --> 00:03:54,540
not a perfect sphere as it's spread

106
00:03:58,610 --> 00:03:56,099
along the filter Direction separating

107
00:04:01,190 --> 00:03:58,620
into light and dark this makes it kind

108
00:04:03,170 --> 00:04:01,200
of look like two hemispheres

109
00:04:04,610 --> 00:04:03,180
Dr Taylor makes much of this not

110
00:04:08,089 --> 00:04:04,620
realizing he's looking at a filter

111
00:04:12,470 --> 00:04:08,099
artifact if you look at it you can kind

112
00:04:14,270 --> 00:04:12,480
of see a hemisphere here and maybe a

113
00:04:17,210 --> 00:04:14,280

hemisphere that this could be

114

00:04:19,430 --> 00:04:17,220

so there's nothing amazing here just a

115

00:04:22,009 --> 00:04:19,440

random out of focus spec that happens to

116

00:04:24,710 --> 00:04:22,019

float by and the thing is they should

117

00:04:26,930 --> 00:04:24,720

have known this Eric Bard applied the

118

00:04:29,150 --> 00:04:26,940

filter he should know that it creates

119

00:04:31,070 --> 00:04:29,160

the illusion of shininess he should have

120

00:04:33,830 --> 00:04:31,080

known that Taylor's speculations about

121

00:04:35,210 --> 00:04:33,840

the shape were wrong heck Dr Taylor

122

00:04:37,790 --> 00:04:35,220

should have been able to figure it out

123

00:04:39,590 --> 00:04:37,800

he's got two phds

124

00:04:41,270 --> 00:04:39,600

Brandon's mistaken assessment is

125

00:04:43,670 --> 00:04:41,280

understandable he's just working with

126

00:04:45,230 --> 00:04:43,680

what the experts tell him but the

127

00:04:47,030 --> 00:04:45,240

scientists on the team really should

128

00:04:49,070 --> 00:04:47,040

have known better they should have

129

00:04:51,170 --> 00:04:49,080

explained the uncertainty regarding the

130

00:04:53,510 --> 00:04:51,180

distance made it clear that it wasn't

131

00:04:55,249 --> 00:04:53,520

really following the helicopter and they

132

00:04:57,050 --> 00:04:55,259

should have shown the original video

133

00:04:58,490 --> 00:04:57,060

which would have shown a featureless

134

00:05:01,249 --> 00:04:58,500

fuzzy blob

135

00:05:03,650 --> 00:05:01,259

filtering is okay you can add contrast

136

00:05:05,689 --> 00:05:03,660

you can adjust levels but if you're

137

00:05:08,150 --> 00:05:05,699

actually analyzing what something looks

138

00:05:10,430 --> 00:05:08,160

like then don't use a filter that adds

139

00:05:12,050 --> 00:05:10,440

pixels and don't use a filter that lets

140

00:05:16,430 --> 00:05:12,060

you pick a light direction to make the

141

00:05:20,870 --> 00:05:18,170

I never thought it was anything amazing

142

00:05:22,969 --> 00:05:20,880

at Skinwalker wrench but I held out hope

143

00:05:25,310 --> 00:05:22,979

that at least the team or some of them

144

00:05:27,350 --> 00:05:25,320

were trying to do good science

145

00:05:28,730 --> 00:05:27,360

this embossing of the truth has been

146

00:05:31,129 --> 00:05:28,740

very disappointing

147

00:05:33,650 --> 00:05:31,139

maybe it's just the editing but the

148

00:05:35,450 --> 00:05:33,660

science seems to be largely absent

149

00:05:37,909 --> 00:05:35,460

should I continue following the episodes

150

00:05:39,950 --> 00:05:37,919

and pointing out things like this

